IN THE CLAIMS:

The following listing of claims will replace all prior versions, and listings, of claims in the application.

Claims 1-72 (Canceled)

73. (Currently Amended) A computer-implemented method for navigating among a hierarchy of palette windows in a graphical user interface displayed on a computer system, wherein the computer system includes a display, the method comprising:

displaying on the display a first palette window from the hierarchy of palette windows, wherein one or more of the palette windows in the hierarchy comprise palette items that are selectable by a user, wherein each of the palette items is selectable by the user to include functionality in a program being created or modified, wherein one or more of the palette windows comprise a palette window selection item, wherein the palette window selection item is selectable by the user to display a second palette window from the hierarchy of palette windows, and wherein the first palette window includes one or more navigation items displayed on the first palette window for navigating among the hierarchy of palette windows;

receiving user input selecting a navigation item displayed on the first palette window;

closing the first palette window in response to said receiving user input selecting the navigation item; and

displaying at least one of a parent palette window or a child palette window in relation to the first palette window in the hierarchy of palette windows in response to said user input selecting the navigation item.

74. (Currently Amended) The method of claim 73, wherein at least one of the palette items include icons includes an icon that [[are]] is selectable by the user to include the functionality associated with the palette item in the program.

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75. (Currently Amended) The method of claim 73, wherein <u>at least one of</u> the palette items <s>include icons</s> <u>includes an icon</u> that [[are]] <u>is</u> selectable by the user to incorporate <u>a</u> Graphical User Interface (GUI) <s>elements</s> <u>element</u> in a GUI of the program <u>being created or modified.</u>

76. (Currently Amended) The method of claim 73, wherein the program <u>being created or modified</u> is a graphical program, and wherein the palette items include icons that are <u>each</u> selectable by the user to include <s>nodes</s> <u>a node</u> in the graphical program.

77. (Canceled)

78. (Previously Presented) The method of claim 73, wherein the navigation item is operable when selected to close a currently displayed palette window and display a previously displayed palette window.

79. (Previously Presented) The method of claim 73, wherein the one or more navigation items comprise one or more of a forward navigation item, a back navigation item, and an up navigation item.

80. (Previously Presented) The method of claim 73, wherein the one or more navigation items comprise a forward navigation item and a back navigation item;

wherein the forward navigation item is operable when selected to display a most recently previously displayed palette window in a forward direction;

wherein the back navigation item is operable when selected to display a most recently previously displayed palette window in a backward direction.

81. (Currently Amended) The method of claim 73, wherein the one or more navigation items comprise an up navigation item;

wherein the up navigation item is operable when selected to display a parent palette window of the first palette window, regardless of [[the]] a most recently previously displayed palette window.

82. (Previously Presented) The method of claim 73, wherein the one or more navigation items comprise one or more of a forward navigation menu item, a back navigation menu item, and an up navigation menu item.

83. (Previously Presented) The method of claim 73, wherein the one or more navigation items comprise a forward navigation menu item;

wherein the forward navigation menu item is operable when selected to display a menu including one or more menu items each corresponding to a different previously displayed palette window in a forward direction;

wherein each of the one or more menu items is operable when selected to display a previously displayed palette window corresponding to the selected menu item.

84. (Previously Presented) The method of claim 73, wherein the one or more navigation items comprise a back navigation menu item;

wherein the back navigation menu item is operable when selected to display a menu including one or more menu items each corresponding to a different previously displayed palette window in a backward direction;

wherein each of the one or more menu items is operable when selected to display a previously displayed palette window corresponding to the selected menu item.

85. (Previously Presented) The method of claim 73, wherein the one or more navigation items comprise an up navigation menu item;

wherein the up navigation menu item is operable when selected to display a menu including one or more menu items each corresponding to a different palette window above the first palette window in the hierarchy of palette windows;

wherein each of the one or more menu items is operable when selected to display a palette window corresponding to the selected menu item.

86. (Previously Presented) The method of claim 73,

wherein the first palette window comprises one or more palette window selection items, wherein each of the one or more palette window selection items is operable when selected to display a different child palette window of the first palette window in the hierarchy of palette windows.

87. (Currently Amended) The method of claim 73, further comprising:

prior to said displaying the first palette window,

displaying on the display a first parent palette window from the hierarchy of palette windows, wherein the first parent palette window is a parent of the first palette window, wherein the first parent window comprises a palette window selection item which corresponds to the first palette window;

receiving user input selecting [[a]] the palette window selection item which corresponds to the first palette window from the first parent palette window, wherein the palette window selection item corresponds to the first palette window;

wherein said displaying the first palette window is performed in response to said user input selecting the palette window selection item [[that]] which corresponds to the first palette window;

wherein said displaying at least one of a parent palette window or a child palette window comprises displaying the first parent palette window.

88. (Previously Presented) The method of claim 73, wherein each of the palette windows in the hierarchy of palette windows comprises a search item, the method further comprising:

receiving user input selecting a search item of a currently displayed palette window;

displaying a search window in response to said user input selecting the search item;

receiving user input in the search window specifying a search criteria;

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identifying a new palette window in the search window in accordance with the search criteria user input; and

displaying the new palette window.

89.   (Currently Amended)   The method of claim 88, wherein said identifying comprises:

identifying and displaying information regarding a plurality of possible palette windows in the search window in accordance with the search criteria ~~user input~~; and

receiving user input selecting the new palette window from the plurality of possible palette windows.

90.   (Currently Amended)   The method of claim 89, wherein the user input in the search window specifying a search criteria includes a search string, and wherein said identifying and displaying information regarding a plurality of possible palette windows in the search window in accordance with the search criteria ~~user input~~ comprises:

searching for the search string in a plurality of text items related to palette windows in the hierarchy; and

displaying one or more located text items in the search window, wherein each of the one or more located text items includes the search string, and wherein each of the one or more located text items references one of the plurality of possible palette windows.

91.   (Previously Presented)   The method of claim 90, wherein the user input selecting the new palette window from the plurality of possible palette windows specifies one of the one or more located text items in the search window, wherein the specified located text item references the new palette window.

92.   (Previously Presented)   The method of claim 89, further comprising closing the search window subsequent to said receiving user input selecting the new palette window.

93. (Previously Presented) The method of claim 89, wherein the plurality of possible palette windows includes palette windows from a plurality of hierarchies of palette windows.

94. (Previously Presented) The method of claim 89, further comprising closing the currently displayed palette window subsequent to said receiving user input selecting the search item of the currently displayed palette window.

95. (Currently Amended) A computer-implemented method for navigating among a hierarchy of palette windows in a graphical user interface displayed on a computer system, wherein the computer system includes a display, the method comprising:

displaying on the display a currently displayed palette window from the hierarchy of palette windows, wherein one or more of the palette windows in the hierarchy comprise palette items that are selectable by a user to include functionality in a program <u>being modified or created</u>, and wherein the currently displayed palette window includes one or more navigation items displayed on the currently displayed palette window for navigating among the hierarchy of palette windows;

receiving user input selecting a navigation item <u>of the one or more navigation items</u> displayed on the currently displayed palette window;

closing a currently displayed palette window in response to said user input selecting the navigation item; and

displaying a previously displayed palette window in response to said user input selecting the navigation item.

96. (Previously Presented) The method of claim 95, wherein the palette items include icons that are selectable by the user to incorporate Graphical User Interface (GUI) elements in a GUI of the program.

97. (Currently Amended) The method of claim 95, wherein the program being created or modified is a graphical program, and wherein the palette items include icons that are selectable by the user to include nodes in the graphical program.

98. (Previously Presented) The method of claim 95, wherein the navigation item is operable when selected to close the currently displayed palette window and display a previously displayed palette window.

99. (Previously Presented) The method of claim 95, wherein the navigation item is one of a forward navigation item, a backward navigation item, and an up navigation item.

100. (Previously Presented) The method of claim 95, wherein the navigation item is a back navigation item operable when selected to display a most recently previously displayed palette window in a backward direction.

101. (Previously Presented) The method of claim 95, wherein the navigation item is a forward navigation item operable when selected to display a most recently previously displayed palette window in a forward direction.

102. (Previously Presented) The method of claim 95, wherein the navigation item is an up navigation item operable when selected to display a parent palette window of the first palette window, regardless of the most recently previously displayed palette window.

103. (Previously Presented) The method of claim 95,
wherein the first palette window comprises one or more palette window selection items, wherein each of the one or more palette window selection items is operable when selected to display a different child palette window of the first palette window in the hierarchy of palette windows.

104. (Currently Amended) A computer-implemented method for navigating among a hierarchy of palette windows in a graphical user interface displayed on a computer system, wherein the computer system includes a display, the method comprising:

displaying on the display a first palette window from the hierarchy of palette windows, wherein one or more of the palette windows in the hierarchy comprise palette items that are selectable by a user to include functionality in a program being created or modified, wherein the first palette window comprises one or more palette window selection items, wherein each of the one or more palette window selection items is operable when selected to display a different child palette window of the first palette window in the hierarchy of palette windows;

receiving user input selecting a first palette window selection item of the one or more selection items in the first palette window;

displaying a second palette window on the display in response to said receiving the user input selecting the first palette window selection item, wherein the second palette window is a child palette window of the first palette window in the hierarchy of palette windows, wherein the child palette window comprises at least one palette item; and

closing the first palette window in response to said receiving the first user input selecting the first palette window selection item.

105. (Currently Amended) The method of claim 104, wherein the palette items include icons that are selectable by the user to incorporate Graphical User Interface (GUI) elements in a GUI of the program being created or modified.

106. (Currently Amended) The method of claim 104, wherein the program being created or modified is a graphical program, and wherein the palette items include icons that are selectable by the user to include nodes in the graphical program.

107. (Previously Presented) The method of claim 104, wherein each of the palette windows in the hierarchy of palette windows comprises one or more navigation items, the method further comprising:

receiving user input selecting a navigation item of the second palette window, wherein the navigation item is operable when selected to close a currently displayed palette window and display a previously displayed palette window;

closing the second palette window in response to said user input selecting the navigation item; and

displaying the first palette window on the display in response to said user input selecting the navigation item.

108. (Previously Presented) The method of claim 107, wherein the navigation item is a back navigation item operable when selected to display a most recently previously displayed palette window in a backward direction.

109. (Previously Presented) The method of claim 104, wherein each of the palette windows in the hierarchy of palette windows comprises one or more navigation items, the method further comprising:

receiving user input selecting a navigation item of the second palette window, wherein the navigation item is operable when selected to close a currently displayed palette window and display a previously displayed palette window;

closing the second palette window in response to said user input selecting the navigation item; and

displaying a third palette window on the display in response to said user input selecting the navigation item.

110. (Previously Presented) The method of claim 109, wherein the navigation item is a forward navigation item operable when selected to display a most recently previously displayed palette window in a forward direction.

111. (Currently Amended) The method of claim 104, wherein each of the palette windows in the hierarchy of palette windows comprises one or more navigation items, the method further comprising:

receiving user input selecting a navigation item <u>of the one or more navigation items</u> [[from]] <u>of</u> a currently displayed palette window;

displaying one of a parent palette window and a child palette window in relation to the currently displayed palette window in the hierarchy of palette windows subsequent to said receiving the user input selecting the navigation item.

112. (Previously Presented) The method of claim 104, wherein one or more child palette windows in relation to a currently displayed palette window in the hierarchy of palette windows are displayable from the currently displayed palette window by user input selecting palette window selection items corresponding to the one or more child palette windows from the currently displayed palette window.

113. (Currently Amended) The method of claim 104, wherein <u>the second palette window</u> ~~each of the palette windows in the hierarchy of palette windows~~ comprises an up navigation item, wherein the up navigation item is operable when selected to display a parent palette window of ~~a currently displayed~~ <u>the second</u> palette window in the hierarchy of palette windows and to close the ~~currently displayed~~ <u>second</u> palette window, the method further comprising:

receiving user input selecting the up navigation item of the second palette window;

displaying the first palette window on the display in response to said user input selecting the up navigation item; and

closing the second palette window in response to said user input selecting the up navigation item.

114. (Previously Presented) The method of claim 104, wherein each of the palette windows in the hierarchy of palette windows comprises a search item, the method further comprising:

receiving user input selecting a search item of a currently displayed palette window;

closing the currently displayed palette window in response to said user input selecting the search item;

displaying a search window in response to said user input selecting the search item;

receiving user input in the search window specifying a search criteria;

identifying a new palette window in the search window in accordance with the search criteria user input;

closing the search window; and

displaying the new palette window.

115. (Previously Presented) The method of claim 114, wherein said identifying comprises:

identifying and displaying information regarding a plurality of possible palette windows in the search window in accordance with the search criteria user input; and

receiving user input selecting the new palette window from the plurality of possible palette windows.

116. (Previously Presented) The method of claim 115, wherein the plurality of possible palette windows includes palette windows from a plurality of hierarchies of palette windows.

117. (Currently Amended) A system comprising:

a memory configured to store program instructions;

an input device configured to receive user input;

a display device; and

a processor configured to read the program instructions from the memory and to execute the program instructions, wherein, in response to execution of the program instructions, the processor is operable to:

display on the display device a first palette window from a hierarchy of palette windows in a graphical user interface, wherein one or more of the palette

windows in the hierarchy comprise palette items that are selectable by a user to include functionality in a program being created or modified, and wherein the first palette window includes one or more navigation items displayed on the first palette window for navigating among the hierarchy of palette windows;

receive user input from the input device selecting a navigation item displayed on the first palette window;

close the first palette window in response to said user input selecting the navigation item; and

display on the display device at least one of a parent palette window or a child palette window in relation to the first palette window in the hierarchy of palette windows after said user input selecting the navigation item.

118. (Currently Amended) The system of claim 117, wherein the palette items include icons that are selectable by the user to include functionality in the program being created or modified.

119. (Currently Amended) The system of claim 117, wherein the palette items include icons that are selectable by the user to incorporate Graphical User Interface (GUI) elements in a GUI of the program being created or modified.

120. (Currently Amended) The system of claim 117, wherein the program being created or modified is a graphical program, and wherein the palette items include icons that are selectable by the user to include nodes in the graphical program.

121. (Canceled)

122. (Previously Presented) The system of claim 117, wherein the one or more navigation items comprise a forward navigation item and a back navigation item;

wherein the back navigation item is operable when selected to display a most recently previously displayed palette window in a backward direction;

wherein the forward navigation item is operable when selected to display a most recently previously displayed palette window in a forward direction.

123. (Previously Presented) The system of claim 117, wherein the one or more navigation items comprise an up navigation item;

wherein the up navigation item is operable when selected to display a parent palette window of the first palette window, regardless of the most recently previously displayed palette window.

124. (Previously Presented) The system of claim 117,

wherein the first palette window comprises one or more palette window selection items, wherein each of the one or more palette window selection items is operable when selected to display a different child palette window of the first palette window in the hierarchy of palette windows.

125. (Previously Presented) The system of claim 117, wherein each of the palette windows in the hierarchy of palette windows comprises a search item, wherein, in response to execution of the program instructions, the processor is further operable to:

receive user input selecting a search item of a currently displayed palette window;

close the currently displayed palette window in response to said user input selecting the search item;

display a search window on the display device in response to said user input selecting the search item;

receive user input in the search window specifying a search criteria;

identify a new palette window in the search window in accordance with the search criteria user input;

close the search window; and

display the new palette window on the display device.

126. (Previously Presented) The system of claim 125, wherein, in said identifying, the processor is further operable to:

identify and display information regarding a plurality of possible palette windows in the search window in accordance with the search criteria user input; and

receive user input selecting the new palette window from the plurality of possible palette windows.

127. (Previously Presented) The system of claim 126, wherein the user input in the search window specifying a search criteria includes a search string, and wherein, in said identifying and displaying information regarding a plurality of possible palette windows in the search window in accordance with the search criteria user input, the processor is further operable to:

search for the search string in a plurality of text items related to palette windows in the hierarchy; and

display one or more located text items in the search window, wherein each of the one or more located text items includes the search string, and wherein each of the one or more located text items references one of the plurality of possible palette windows;

wherein the user input selecting the new palette window from the plurality of possible palette windows specifies one of the one or more located text items in the search window, wherein the specified located text item references the new palette window.

128. (Currently Amended) A system comprising:

a memory configured to store program instructions;

an input device configured to receive user input;

a display device; and

a processor configured to read the program instructions from the memory and to execute the program instructions, wherein, in response to execution of the program instructions, the processor is operable to:

display on the display device a currently displayed palette window from the hierarchy of palette windows, wherein one or more of the palette windows in the hierarchy comprise palette items that are selectable by a user to include functionality in a program being created or modified, and wherein the currently displayed palette window

includes one or more navigation items displayed on the currently displayed palette window for navigating among the hierarchy of palette windows;

receive user input from the input device selecting a navigation item displayed on the currently displayed palette window;

close a currently displayed palette window in response to said user input selecting the navigation item; and

display a previously displayed palette window on the display device in response to said user input selecting the navigation item.

129. (Currently Amended) The system of claim 128, wherein the palette items include icons that are selectable by the user to incorporate Graphical User Interface (GUI) elements in a GUI of the program being created or modified.

130. (Currently Amended) The system of claim 128, wherein the program being created or modified is a graphical program, and wherein the palette items include icons that are selectable by the user to include nodes in the graphical program.

131. (Previously Presented) The system of claim 128, wherein the navigation item is operable when selected to close the currently displayed palette window and display a previously displayed palette window.

132. (Previously Presented) The system of claim 128, wherein the navigation item is a back navigation item operable when selected to display a most recently previously displayed palette window in a backward direction.

133. (Previously Presented) The system of claim 128, wherein the navigation item is a forward navigation item operable when selected to display a most recently previously displayed palette window in a forward direction.

134. (Previously Presented) The system of claim 128, wherein the navigation item is an up navigation item operable when selected to display a parent palette window

of the first palette window, regardless of the most recently previously displayed palette window.

135. (Previously Presented) The system of claim 128,

wherein the first palette window comprises one or more palette window selection items, wherein each of the one or more palette window selection items is operable when selected to display a different child palette window of the first palette window in the hierarchy of palette windows.

136. (Currently Amended) A system comprising:

a memory configured to store program instructions;

an input device configured to receive user input;

a display device; and

a processor configured to read the program instructions from the memory and to execute the program instructions, wherein, in response to execution of the program instructions, the processor is operable to:

display on the display device a first palette window from a hierarchy of palette windows in a graphical user interface, wherein one or more of the palette windows in the hierarchy comprise palette items that are selectable by a user to include functionality in a program being created or modified, wherein the first palette window comprises one or more palette window selection items, wherein each of the one or more palette window selection items is operable when selected to display a different child palette window of the first palette window in the hierarchy of palette windows;

receive user input from the input device selecting a first palette window selection item of the one or more selection items in the first palette window;

display a second palette window on the display device in response to the user input selecting the first palette window selection item, wherein the second palette window is a child palette window of the first palette window in the hierarchy of palette windows; and

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close the first palette window in response to the first user input selecting the first palette window selection item.

137. (Currently Amended) The system of claim 136, wherein the palette items include icons that are selectable by the user to incorporate Graphical User Interface (GUI) elements in a GUI of the program being created or modified.

138. (Currently Amended) The system of claim 136, wherein the program being created or modified is a graphical program, and wherein the palette items include icons that are selectable by the user to include nodes in the graphical program.

139. (Previously Presented) The system of claim 136, wherein each of the palette windows in the hierarchy of palette windows comprises a back navigation item operable when selected to display a most recently previously displayed palette window in a backward direction and to close a currently displayed palette window, wherein, in response to execution of the program instructions, the processor is further operable to:

receive user input from the input device selecting the back navigation item of the second palette window;

close the second palette window in response to said user input selecting the back navigation item; and

display the first palette window on the display device in response to said user input selecting the back navigation item.

140. (Currently Amended) The system of claim 136, wherein [[each]] one or more of the palette windows in the hierarchy of palette windows comprises a forward navigation item operable when selected to display a most recently previously displayed palette window in a forward direction and to close a currently displayed palette window, wherein, in response to execution of the program instructions, the processor is further operable to:

receive user input from the input device selecting the forward navigation item of the second palette window;

close the second palette window in response to said user input selecting the forward navigation item; and

display a third palette window on the display device in response to said user input selecting the forward navigation item.

141. (Currently Amended) The system of claim 136, wherein ~~each of the palette windows in the hierarchy of palette windows~~ the second palette window comprises an up navigation item, wherein the up navigation item is operable when selected to display a parent palette window of a currently displayed palette window in the hierarchy of palette windows and to close the currently displayed palette window, wherein, in response to execution of the program instructions, the processor is further operable to:

receive user input from the input device selecting the up navigation item of the second palette window;

display the first palette window on the display device in response to said user input selecting the up navigation item; and

close the second palette window in response to said user input selecting the up navigation item.

142. (Previously Presented) The system of claim 136, wherein each of the palette windows in the hierarchy of palette windows comprises a search item, wherein, in response to execution of the program instructions, the processor is further operable to:

receive user input from the input device selecting a search item of a currently displayed palette window;

close the currently displayed palette window in response to said user input selecting the search item;

display a search window on the display device in response to said user input selecting the search item;

receive user input in the search window specifying a search criteria;

identify a new palette window in the search window in accordance with the search criteria user input;

close the search window; and

display the new palette window on the display device.

143. (Currently Amended) A carrier medium comprising program instructions, wherein the program instructions are computer-executable to implement:

displaying on a display of a computer system a first palette window from a hierarchy of palette windows in a graphical user interface, wherein one or more of the palette windows in the hierarchy comprise palette items that are selectable by a user to include functionality in a program being created or modified, and wherein the first palette window includes one or more navigation items displayed on the first palette window for navigating among the hierarchy of palette windows;

receiving user input selecting a navigation item displayed on the first palette window;

closing the first palette window in response to said receiving user input selecting the navigation item; and

displaying at least one of a parent palette window or a child palette window in relation to the first palette window in the hierarchy of palette windows after said user input selecting the navigation item.

144. (Currently Amended) The carrier medium of claim 143, wherein the program being created or modified is a graphical program, wherein the palette items include icons that are selectable by the user to incorporate Graphical User Interface (GUI) elements in a GUI of the program, and wherein the palette items further include icons that are selectable by the user to include nodes in the graphical program.

145. (Canceled)

146. (Previously Presented) The carrier medium of claim 143, wherein the one or more navigation items comprise a forward navigation item and a back navigation item;

wherein the back navigation item is operable when selected to display a most recently previously displayed palette window in a backward direction;

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wherein the forward navigation item is operable when selected to display a most recently previously displayed palette window in a forward direction.

147. (Previously Presented) The carrier medium of claim 143, wherein the one or more navigation items comprise an up navigation item;

wherein the up navigation item is operable when selected to display a parent palette window of the first palette window, regardless of the most recently previously displayed palette window.

148. (Previously Presented) The carrier medium of claim 143, wherein each of the palette windows in the hierarchy of palette windows comprises a search item, wherein the program instructions are computer-executable to implement:

receiving user input selecting a search item of a currently displayed palette window;

displaying a search window in response to said user input selecting the search item;

receiving user input in the search window specifying a search criteria;

identifying a new palette window in the search window in accordance with the search criteria user input; and

displaying the new palette window.

149. (Currently Amended) A carrier medium comprising program instructions, wherein the program instructions are computer-executable to implement:

displaying on a display of a computer system a currently displayed palette window from a hierarchy of palette windows in a graphical user interface, wherein one or more of the palette windows in the hierarchy comprise palette items that are selectable by a user to include functionality in a program being created or modified, wherein the currently displayed palette window includes one or more navigation items displayed on the currently displayed palette window for navigating among the hierarchy of palette windows;

receiving user input selecting a navigation item displayed on the currently displayed palette window;

closing a currently displayed palette window in response to said user input selecting the navigation item; and

displaying a previously displayed palette window in response to said user input selecting the navigation item.

150. (Previously Presented) The carrier medium of claim 149, wherein the navigation item is one of a back navigation item, a forward navigation item, and an up navigation item.

151. (Currently Amended) A carrier medium comprising program instructions, wherein the program instructions are computer-executable to implement:

displaying on a display of a computer system a first palette window from a hierarchy of palette windows in a graphical user interface, wherein one or more of the palette windows in the hierarchy comprise palette items that are selectable by a user to include functionality in a program being created or modified, wherein the first palette window comprises one or more palette window selection items, wherein each of the one or more palette window selection items is operable when selected to display a different child palette window of the first palette window in the hierarchy of palette windows;

receiving user input selecting a first palette window selection item of the one or more selection items in the first palette window;

displaying a second palette window on the display in response to said receiving the user input selecting the first palette window selection item, wherein the second palette window is a child palette window of the first palette window in the hierarchy of palette windows; and

closing the first palette window in response to said receiving the first user input selecting the first palette window selection item.

152. (Previously Presented) The carrier medium of claim 151, wherein each of the palette windows in the hierarchy of palette windows comprises a search item, wherein the program instructions are further computer-executable to implement:

receiving user input selecting a search item of a currently displayed palette window;

closing the currently displayed palette window in response to said user input selecting the search item;

displaying a search window on the display in response to said user input selecting the search item;

receiving user input in the search window specifying a search criteria;

identifying a new palette window in the search window in accordance with the search criteria user input;

closing the search window; and

displaying the new palette window on the display.

153. (New) A computer-implemented method for creating or modifying a program using a hierarchy of palette windows in a graphical user interface displayed on a computer system, the method comprising:

displaying on a display of the computer system a first palette window from the hierarchy of palette windows, wherein the first palette window from the hierarchy of palette windows comprises at least one palette window selection item that is selectable by a user, wherein the palette window selection item is associated with a second palette window from the hierarchy of palette windows, wherein the second window from the hierarchy of palette windows comprises at least one palette item that is selectable by the user, wherein the palette item is associated with functionality that can be included in the program being created or modified;

receiving user input selecting the at least one palette window selection item from the first palette window;

in response to said receiving user input selecting the at least one palette window selection item, displaying the second palette window and closing the first palette window.

154. (New) The method of claim 153, further comprising:

receiving user input selecting the at least one palette item from the second palette window; and

in response to said receiving user input selecting the at least one palette item, including the functionality associated with the palette item in the program being created or modified.

155. (New) The method of claim 153, wherein the at least one palette item includes an icon that is selectable by the user to incorporate a Graphical User Interface (GUI) element in a GUI of the program being created or modified.

156. (New) The method of claim 153, wherein the program being created or modified is a graphical program, and wherein the at least one palette item includes an icon that is selectable by the user to include a node in the graphical program.

157. (New) The method of claim 156, wherein the graphical program comprises a plurality of interconnected nodes that graphically represents functionality of the graphical program, and wherein the graphical program is executable by a computing device to perform the functionality.

158. (New) The method of claim 153, wherein the second palette window includes a navigation item displayed on the second palette window, wherein the navigation item is associated with the first window;

the method further comprising:

receiving user input selecting the navigation item displayed on the second palette window; and

in response to said receiving user input selecting the navigation item displayed on the second palette window, displaying the first palette window and closing the second palette window.